PLAYAROUND

Instructions

EmuMovies

GIGOLO™

1. Follow the separate directions for selecting the correct game on your Playaround™ 2-in-1 Cartridge.
2. With the power off insert cartridge into game console.
3. Connect the left joystick. When playing hold the joystick with the red button at the upper left.
4. Turn power ON. If no picture, check your game and TV connections and then repeat steps 1, 2 and 3. If everything is OK then push game reset to begin the game.

GAME PLAY

The object of this game is to memorize which seven of the 12 houses the Men of Fancy go to; get yourself some money from the instant teller; locate and enter Dens of Iniquity one at a time and **SCORE**. Going into a non-"Den", or

returning to a previously entered "Den" or not having the $20. it takes to turn the trick will cause the policemen to chase you. Always be sure you have enough money—you can go to the instant teller as often as you like and withdraw funds in $55 increments. When you have found all seven "Dens" and **SCORED**, seven new houses will be displayed for you to find. If you get busted, you lose all of your money when you go to jail. So after you get out of jail you must go to the instant teller and get some more money.

After you enter a Den the screen image changes to a bed with a couple on it. You **SCORE** by moving the joystick up and down. The number of points you get varies; you can have a sudden guilt attack (3 points) or get 15 points or more for each trick. When your score totals more than 300 points, every-time you leave a "Den" the siren will sound and you will be chased by the cops until you reach 1000 points. This will again be repeated at 1300 to 2000 points, 2300 to 3000, and so on.

GAME HINTS

At the start of the game there are twelve houses displayed. At the lower left is an instant teller with a woman which you control standing beside it and two cops walking around. In the lower right is the jail. In the upper left of the screen are three **SYMBOLS** indicating the number of turns remaining. You lose one turn each time you are busted. Your score is displayed in the top center of the screen.

The first thing that happens, upon starting the game, is that seven men, one at a time will leave the jail and go to one of the 12 houses until all seven have each found a house. The mugger is in the jail pacing back and forth.

Now the game can begin. The first thing you must do is get some money. You steer your figure (and what a figure!) over to the teller and each time you touch the teller with the woman you get $55. You can have up to $220 on you at one time; however if you have more than $100 the mugger will come out of the jail and start looking for you. Each time you enter a

"Den" you are charged $20 so you have to remember how much money you have. When you get below $100 the mugger will go back to the jail until you once again have more than $100 on you. The amount of money you have is displayed in place of the score in a green field at the top of the screen anytime the man is in front of the instant teller.

If you enter a non-"Den" your woman will be thrown out immediately and will sit in front of that house for a time trying to decide what to do. This is a time when the woman has the best chance of getting busted by the cops because the siren will sound and the cops will chase him every time. So be careful.

You can have the woman run by pressing the red button. This is very useful for getting away from the police or the mugger. However, after about two seconds the police will start to chase her again for about four seconds.

When the mugger starts to look for her, he will come out of the jail and search for about eight seconds. Then he will go back toward the jail and in a second or two, if you still have more than $100, start looking for the woman again.

When you are being chased by the police or the mugger you can try to hide behind a house and they will get confused which will cause them to stop chasing the woman and the mugger will give up and start to go back toward the jail.

You can get busted four times and the fourth time the game ends. If you are mugged just once the game ends.

AFTER PLAY

The world of adult electronic video games is a most exciting concept. Consenting computer images stimulate, sharpen the reflexes and challenge the competitive urge.

Until recently video games have been considered by many to be "child's play" and were marketed as such. Playaround™ 2-in-1 Games are for adults only (so you don't have to compare your score with your kids).

We have designed our "Adult" games to be fun, challenging, entertaining, satisfying and naughty. Our own team of design engineers has developed a line of games that don't just stop at "Adult," but push your video game console to the limit. You'll see graphics of a quality that you probably have never seen before. You'll hear music and sound effects where you've come to expect only an occasional "bleep" "bleep."

It is our desire to provide you with not only the finest in adult video games, but with a level of quality—playability, graphics, effects, challenge and humor—rarely found in any video game—adult or not. We want you to laugh, smile a lot, have a challenge and enjoy!

PLAYAROUND™
VIDEO GAME CARTRIDGE
LIMITED SIX MONTH WARRANTY

Playaround™ warrants to the original retail purchaser of this video game cartridge that it will be free from defects in materials and workmanship for a period of six (6) months from the date of purchase. Playaround™ agrees to either repair or replace, at its option, free of charge, any cartridge discovered to be defective within the warranty period upon receipt of the cartridge, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by Playaround™ and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if resulting from mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation of claims of any nature shall be binding on or obligate Playaround™. ANY IMPLIED WARRANTIES APPLICABLE TO THIS CARTRIDGE ARE LIMITED TO THE SIX (6) MONTHS PERIOD DESCRIBED ABOVE. IN NO EVENT WILL PLAYAROUND™ BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS CARTRIGE.

Some states do not allow limitations on how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages so the above limitations and/or exclusion or limitation of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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